FAMILY GUY™

VIDEO GAME!

It's too HOT for TV!

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-54394

1 Player • Memory Card (8MB) (for PlayStation®2): 153KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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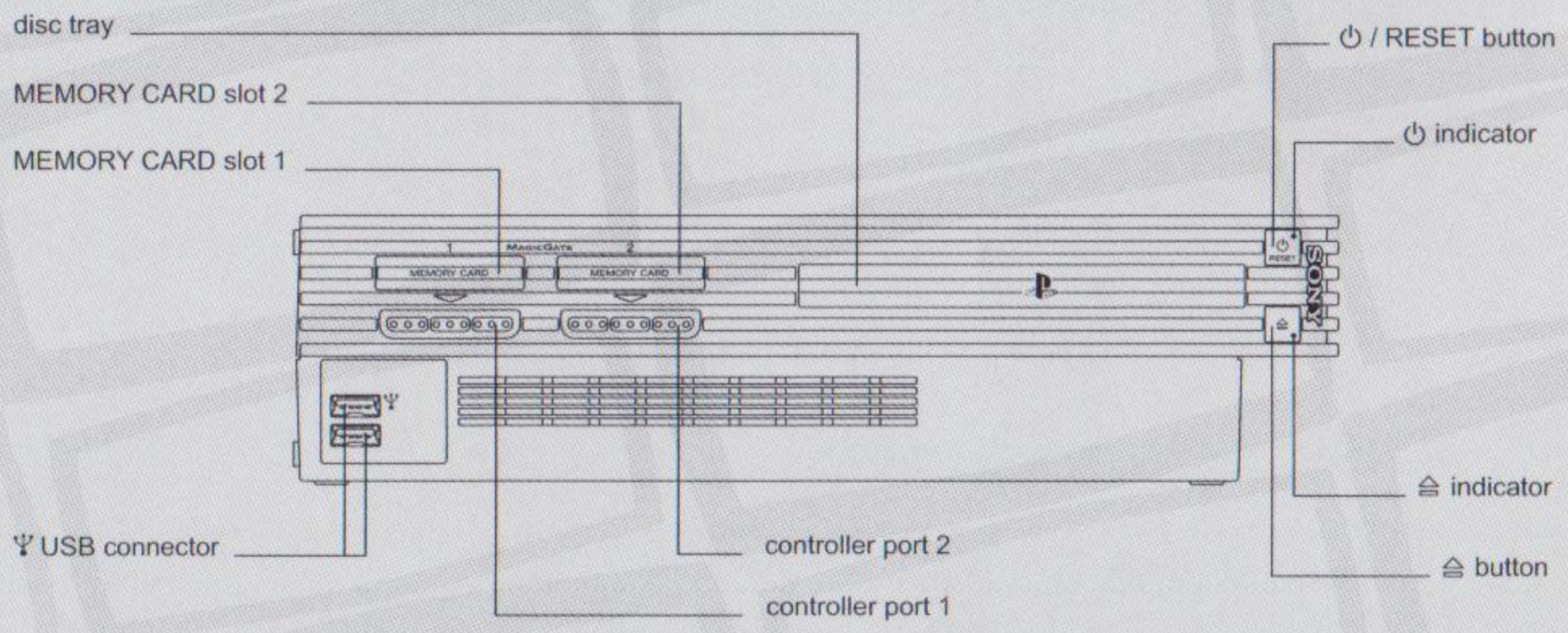
Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the ⏻/RESET button. When the power indicator lights up, press the ⏏ button and the disc tray will open. Place the Family Guy Video Game disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

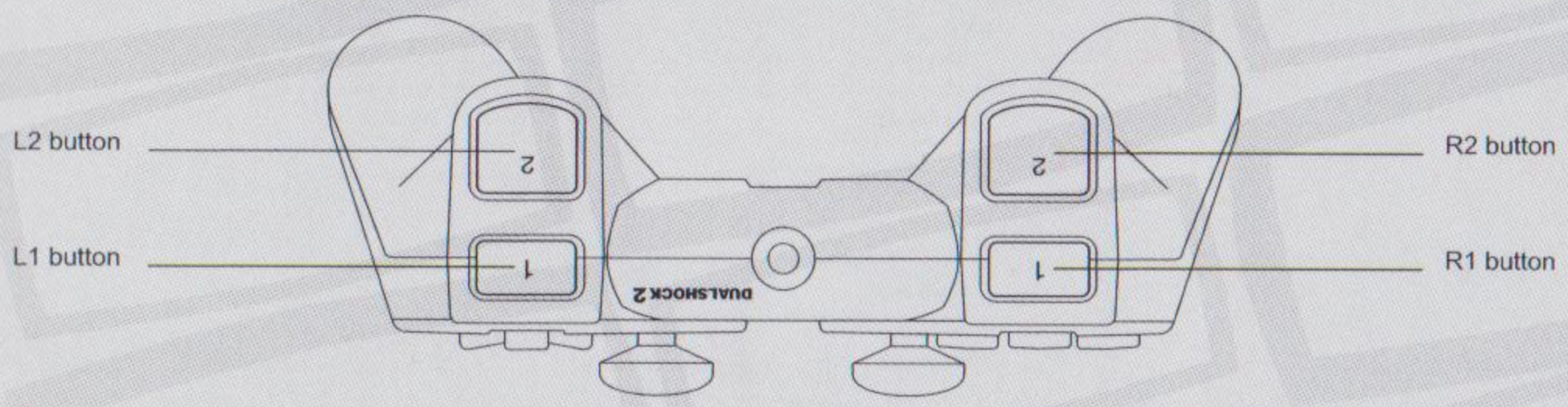
To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card (8MB) (for PlayStation®2) or any memory card (8MB) (for PlayStation®2) containing previously saved games.

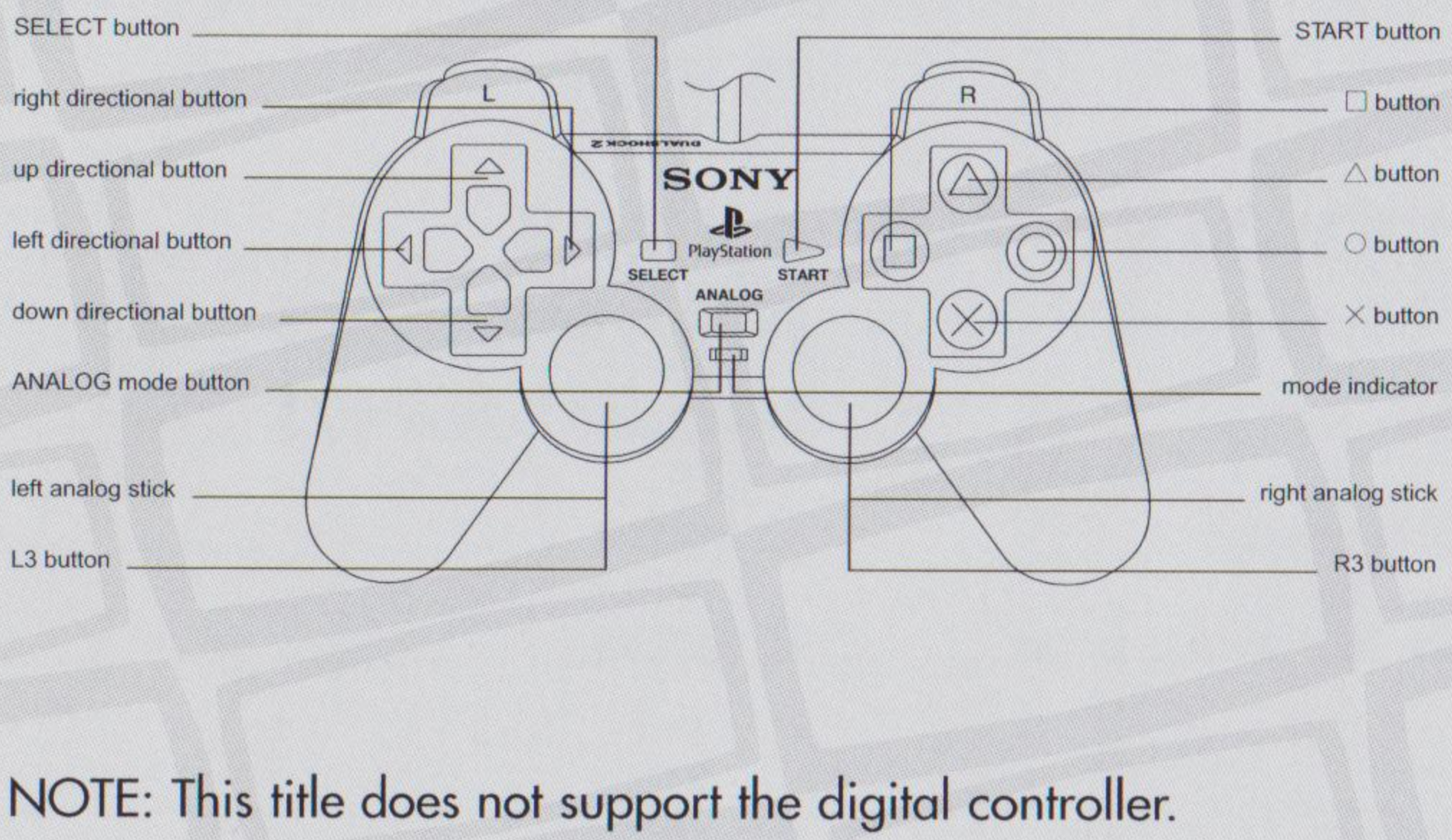
NOTE: It is advised that you do not insert or remove accessories once the power is on.

NOTE: Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Starting Up

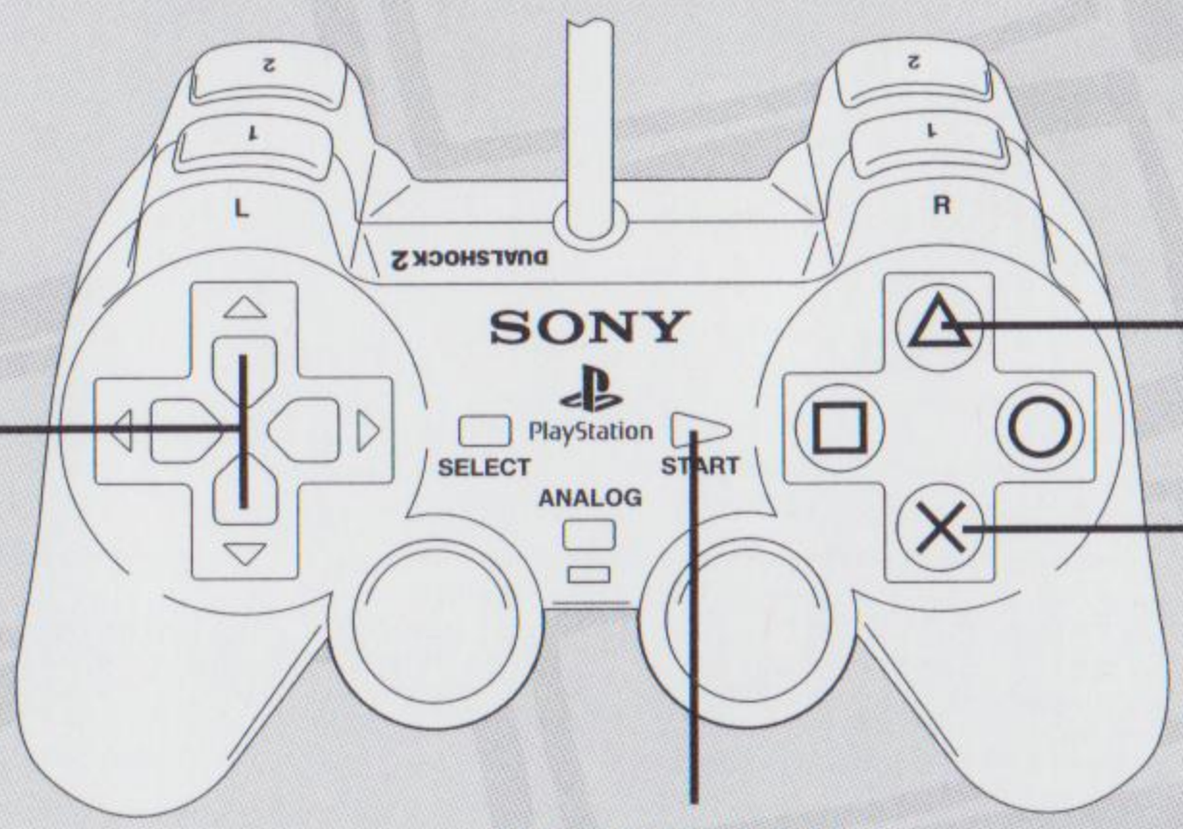
ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS





NOTE: This title does not support the digital controller.

Basic Controls



NAVIGATING THE MENUS

Start/Pause game	**START button**
Select menu item	**Directional button ⬆/⬇**
Confirm selection	**⊗ button**
Return to previous page	**△ button**

SAVING YOUR GAME

AUTO SAVE: After each level, the game will automatically save your progress.

MANUAL SAVE: The Auto Save feature can be disabled through the "Options" menu.

CHECKPOINTS: Each level in the game has different stages. These stages are divided by Checkpoints. If your character dies during the level, you will automatically start from the previous Checkpoint.

Main Menu

CONTINUE GAME

If Auto Save is still active and you select "Continue Game" from the Main Menu, your game will automatically continue from your last previous save. If Auto Save is disabled, you will be taken to a load screen and prompted to load in the correct game.

NEW GAME

If you wish to start the game over and play it though its entirety, then select "New Game" from the Main Menu. Please note that starting a new game may override any games that have been previously saved.

OPTIONS

Here you can configure your controller settings to your preference and adjust the audio and video settings.

SPECIAL FEATURES

As you proceed through the game, you will be able to unlock various special features that can be accessed through the Options menu.

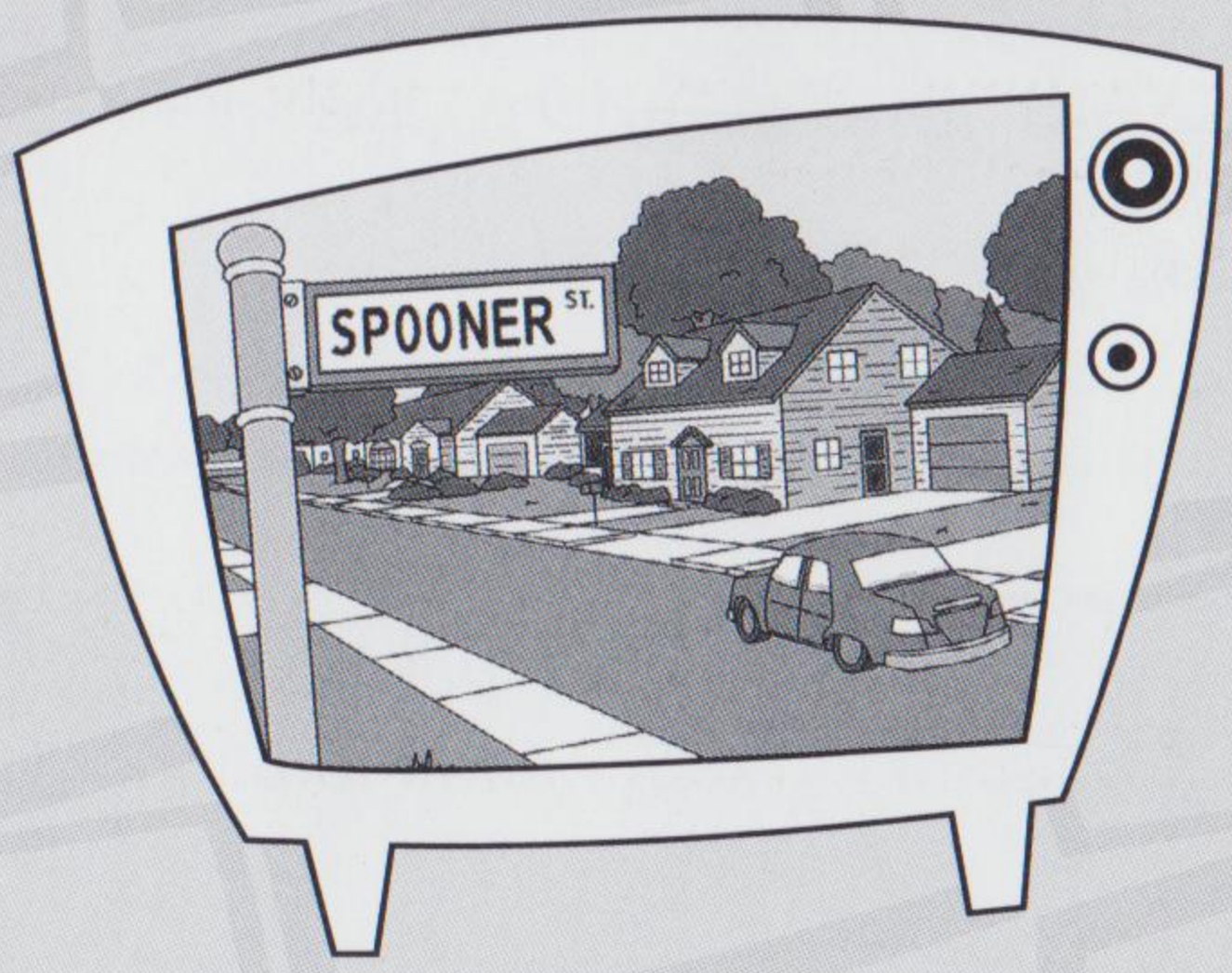
Welcome to Quahog!

Little Stewie Griffin's plans for world domination have been foiled once again. This time, the culprit is none other than his half-brother Bertram. Follow Stewie as he descends into places no man should ever travel in an effort to thwart Bertram from taking over the world...before he gets to.

Meanwhile, Peter Griffin has been injured in a freak accident and the blunt force trauma to his head is causing him to believe that a beloved 1980's sitcom star has kidnapped his family and is holding Quahog hostage...believe me, it's less complicated than it sounds. Control Peter as he smashes his way through Quahog in order to find his family, eat excessive amounts of food, and restore order.

Finally, Brian Griffin has found himself in a whole lot of trouble. He stands accused of again violating Carter Pewterschmidt's prized racing dog, Seabreeze, and has been taken into police custody. In order to avoid hard time, you must control Brian through a series of stealth missions and clear his good name.

In other words, it's just another day in the sleepy Rhode Island town of Quahog.

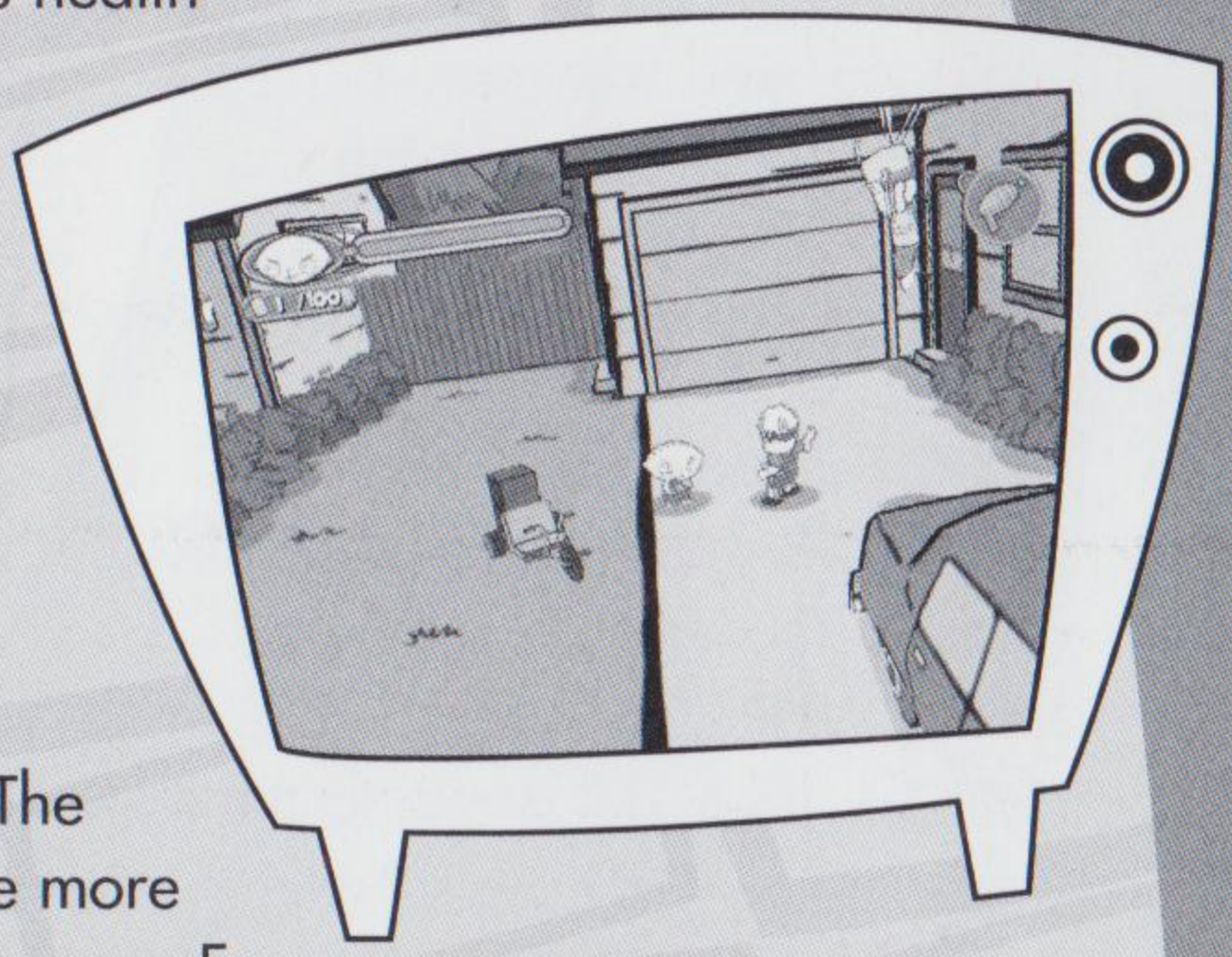


The Game Screen

The game screen is different for each character. You can find each character's HUD (Head's Up Display) in the upper left corner of the screen.

STEWIE'S GAME SCREEN

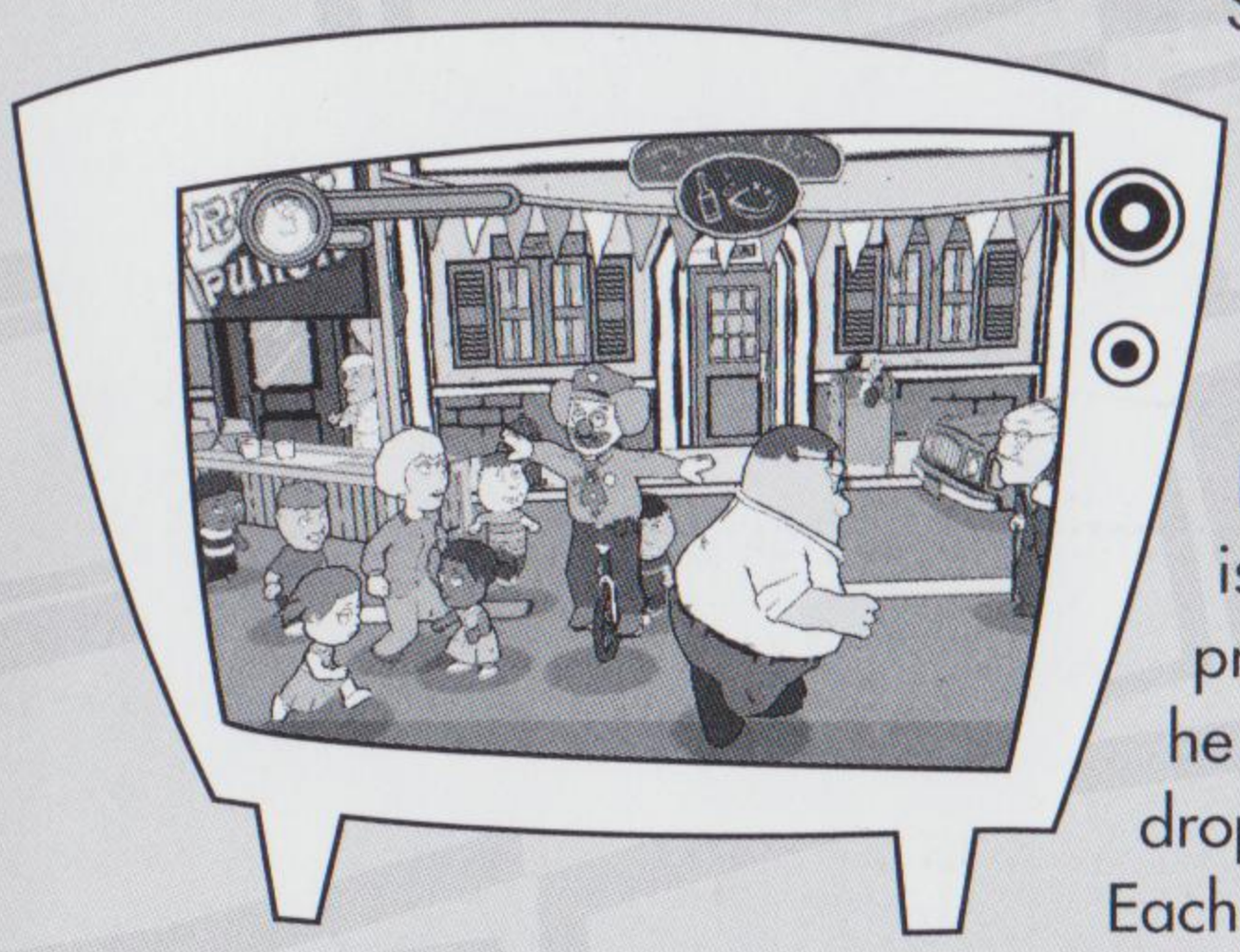
In Stewie's HUD, you will find his health bar. Every time Stewie takes damage a percentage will be taken away from his health bar. When Stewie's health bar is depleted, it's game over.



Below Stewie's health bar, there is a counter for the ray gun components that you will be collecting throughout the game. The more components you collect, the more upgrades you can obtain for your gun. For more information, turn to the page on Stewie's Arsenal.

PETER'S GAME SCREEN

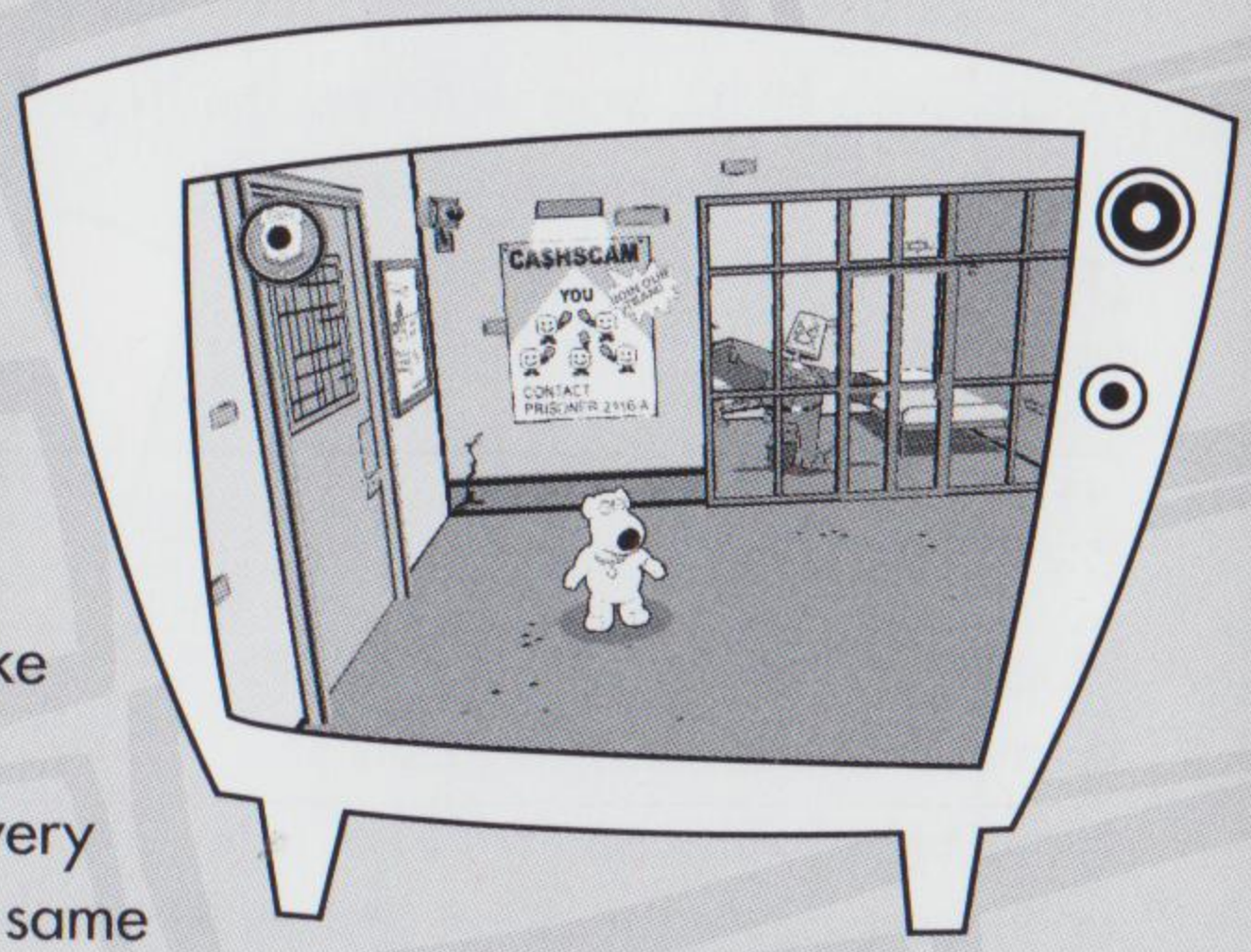
Peter's HUD also contains a health bar. Just as in Stewie's game screen, Peter's health bar will be affected every time he takes damage. When the health bar is empty, it's game over.



Below Peter's health bar, there is a Snack Meter. As Peter progresses through his levels, he will be collecting food dropped from his enemies. Each piece of food fills a small amount of Peter's Snack Meter. When the meter is full enough, Peter will be able to execute a number of snack-fuelled attacks (for more information turn to page 13 on Stewie's Arsenal).

BRIAN'S GAME SCREEN

Brian's HUD is totally unique from Stewie and Peter's. Brian has no combat abilities so he opts to sneak around undetected. You will notice in Brian's HUD that a picture of his face is contained in a green circle. When Brian walks into a shaded area of a level, his face becomes transparent in the circle. When this happens, it means that Brian is obscured by shadow and will remain unseen by enemies in the level as long as he remains in the shadows.



Next to Brian's visibility meter, you will find a meter shaped like a bone. This is Brian's Impulse Meter. While Brian may seem very civilised, he is still prone to the same urges as any dog. Be it barking at strangers or urinating in public, Brian will do it without thinking. But you can avoid these impulses by keeping Brian away from things that would cause him to react in a manner that could get him caught. Keep an eye on the Impulse Meter as you're exploring a level. If it starts to fill up, that's your cue to get away from that area as fast as possible. If the meter becomes full, Brian will do what comes naturally.

Character Controls

STEWIE

Stewie the megalomanical one-year-old bent on world domination is armed with an upgradeable ray gun and numerous movement abilities including gliding and grappling.

LEFT ANALOG STICK	Character Movement
RIGHT ANALOG STICK	Camera Control
⊗ BUTTON	Jump
⊗ BUTTON (in middle of jump)	Double Jump
⊗ BUTTON (hold during Double Jump)	Balloon Float
▣ BUTTON	Shoot Ray Gun
▣ BUTTON (hold)	Alternate Ray Gun Attack
△ BUTTON	Action/Activate
○ BUTTON (when Grapple Hook icon appears)	Grapple Hook
L1 BUTTON	Lock-on Target
L1 BUTTON + LEFT ANALOG STICK + ▣ BUTTON	Strafe & Shoot

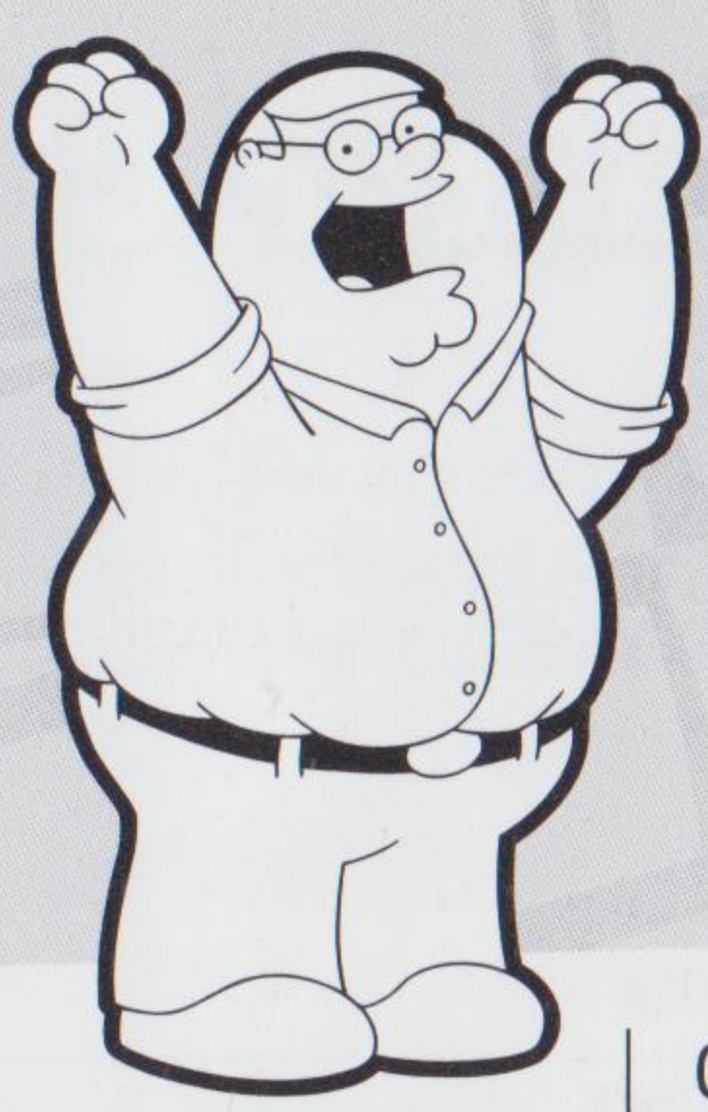
Stewie's Mind Control

Stewie is also capable of using his Mind Control Device in certain levels. To use the Mind Control Device on a character, you must stand within the device's range and hold down **the ▣ button** towards your target. Once under the device's spell, you can move the target at will using the **left analog stick** as well as performing actions with **the △ button**.

Note: There can be certain elements in the level that can interfere with Stewie's Mind Control Device. Be sure to avoid such elements or you will lose control of your victim.

PETER

Peter the big, lovable oaf who always says what's on his mind. He is armed with a number of melee combos and special moves.



LEFT ANALOG STICK	Character Movement
RIGHT ANALOG STICK	Camera Control
⊗ BUTTON	Jump
▣ BUTTON	Punch
▣ + ◉ + ▣ BUTTONS (also works by pressing any 3-button sequence containing either ▣ or ◉)	Combo
▣ BUTTON (when next to throwable object)	Pick-up Object
▣ BUTTON (when carrying an object)	Throw
◉ BUTTON	Kick
◉ BUTTON (during Jump)	Jump Kick
△ BUTTON	Action/Activate
HOLD R1 BUTTON + ▣ BUTTON	Spin
HOLD R1 BUTTON + ◉ BUTTON	Charge
HOLD R1 BUTTON + △ BUTTON	Food Frenzy

Snack Attack!

Once you have collected enough food to fill your Snack Meter, Peter will be able to perform a series of snack-fuelled attacks. You can execute these moves by holding **the R1 button** and pressing the corresponding button (see Control Table above).

Note: The continued use of any of your three special Snack Attacks will drain your Snack Meter.

SPIN: Peter performs a spin move that causes extensive damage to any enemy standing nearby.

CHARGE: Peter's speed increases as he bowls over anyone in his way.

FOOD FRENZY: Peter becomes a human tornado of gluttonous wrath, taking out any enemy he comes in contact with.

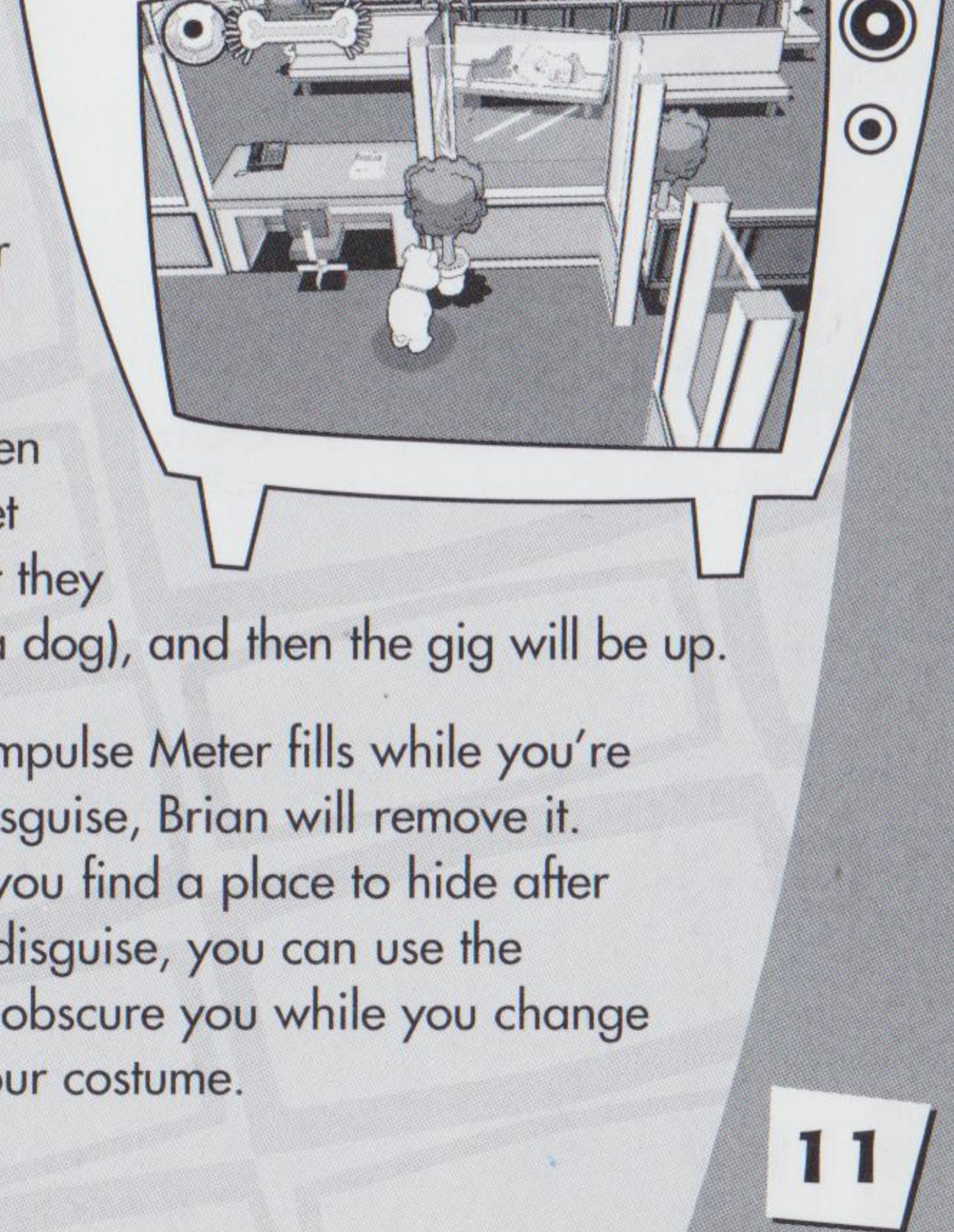
BRIAN

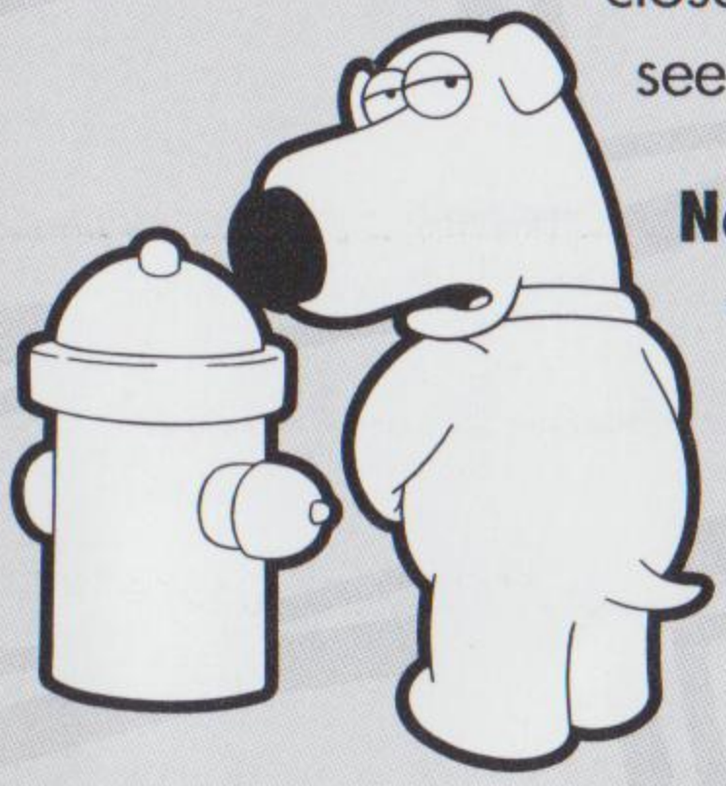
Brian the sarcastic dog with a wit as dry as the martini he drinks. Brian uses stealth and distraction to slip past opponents.

LEFT ANALOG STICK	Character Movement
RIGHT ANALOG STICK	Camera Control
▣ BUTTON (hold)	Crawl
△ BUTTON	Action/Activate

Brian Incognito

There are many disguises that Brian can slip in and out of on his journey. Some are Object Disguises (like a Lamp) and the others are Costume Disguises (like Cheerleader or a Vendor). Even the dimmest enemy will spot you if you do something suspicious (like move when you're supposed to be a lamp or get close enough that they see that you're a dog), and then the gig will be up.



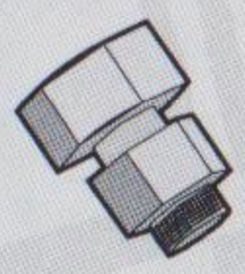


Note: If your Impulse Meter fills while you're wearing a disguise, Brian will remove it. However, if you find a place to hide after losing your disguise, you can use the shadows to obscure you while you change back into your costume.

Collectibles

YELLOW HEALTH:
Restores 25% of health

GREEN HEALTH:
Restores 50% of health



RAY GUN COMPONENTS:
Collect enough Components to upgrade Stewie's Ray Gun.

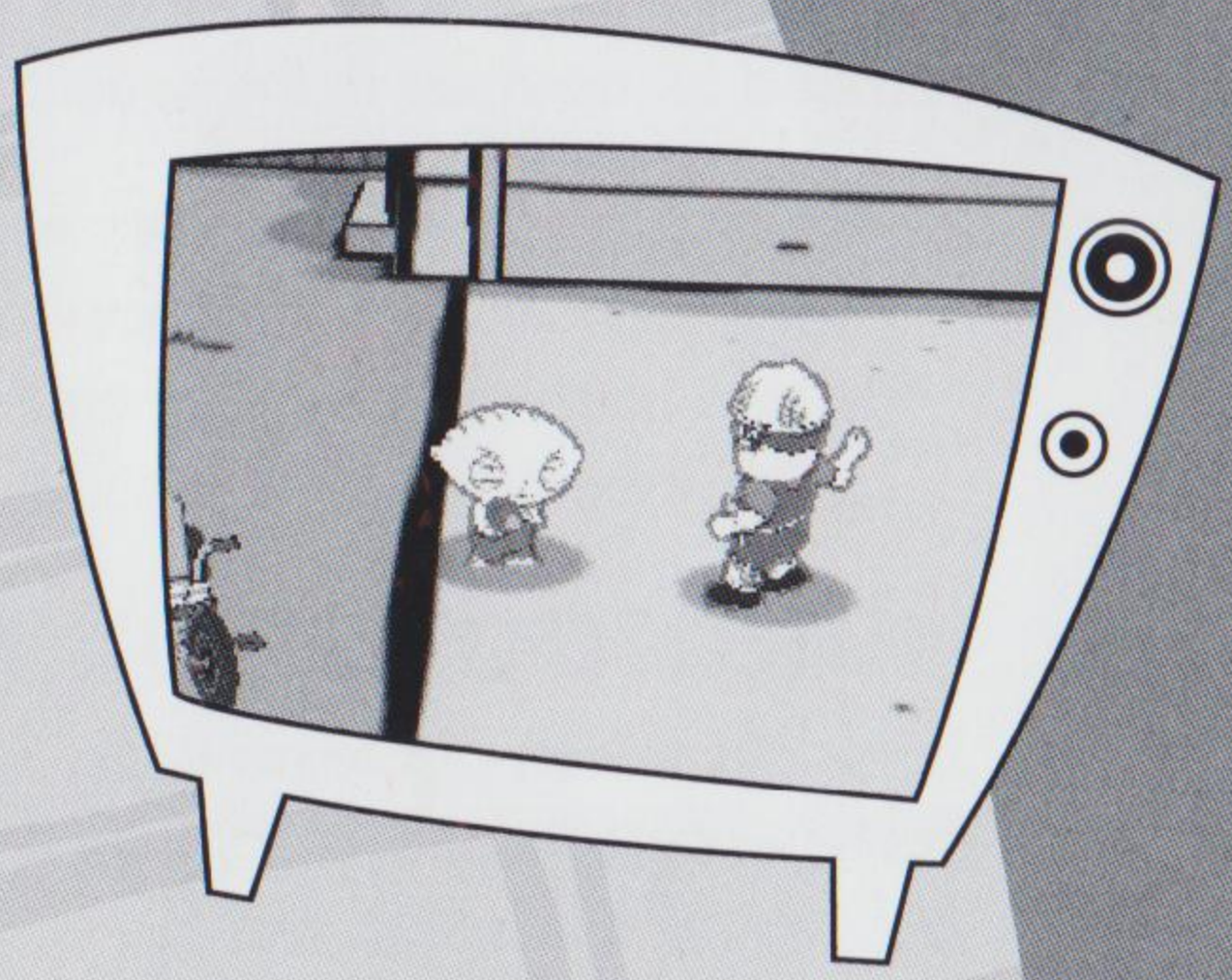
FOOD:
Feed Peter's Snack Meter by scoffing down all the food you can.

EVIDENCE:
Help clear Brian's name by collecting evidence. Be it police folders, videotapes, or ticket stubs, they will all be important in the long run.

DISGUISES:
Help Brian move around without being detected.

Stewie's Arsenal

Stewie has two different weapons at his disposal during the game. These are his Ray Gun and his Mind Control Ray.



RAY GUN

By obtaining Ray Gun Components during your adventure, you will be able to unlock different weapons in Stewie's Arsenal.

Number of Components Additional Charged Shot	Collected	Straight Shot
20	Ray Gun	Spread Shot
100	Plasma Ball	Spread Shot
200	Plasma Ball	Plasma Artillery
300	Hyper Plasma Ball	Plasma Artillery
400	Hyper Plasma Ball	Shock Wave
500	Rocket Launcher	Shock Wave
600	Rocket Launcher	Heat Seekers

RAY GUN: Stewie's standard weapon. Simple, yet effective.

SPREAD SHOT: Shoots three separate balls of energy. Not as powerful as the ray gun, but covers a lot more ground.

PLASMA BALL: A highly concentrated ball of energy capable of extensive damage.

PLASMA ARTILLERY: Lobs a plasma ball at your foes, which explodes on impact and takes out anything in its blast radius.

HYPER PLASMA BALL: An even more concentrated and highly unstable form of the Plasma Ball. Kills most enemies on impact.

SHOCK WAVE: A high-powered jolt of energy that takes out everything within a ten foot radius.

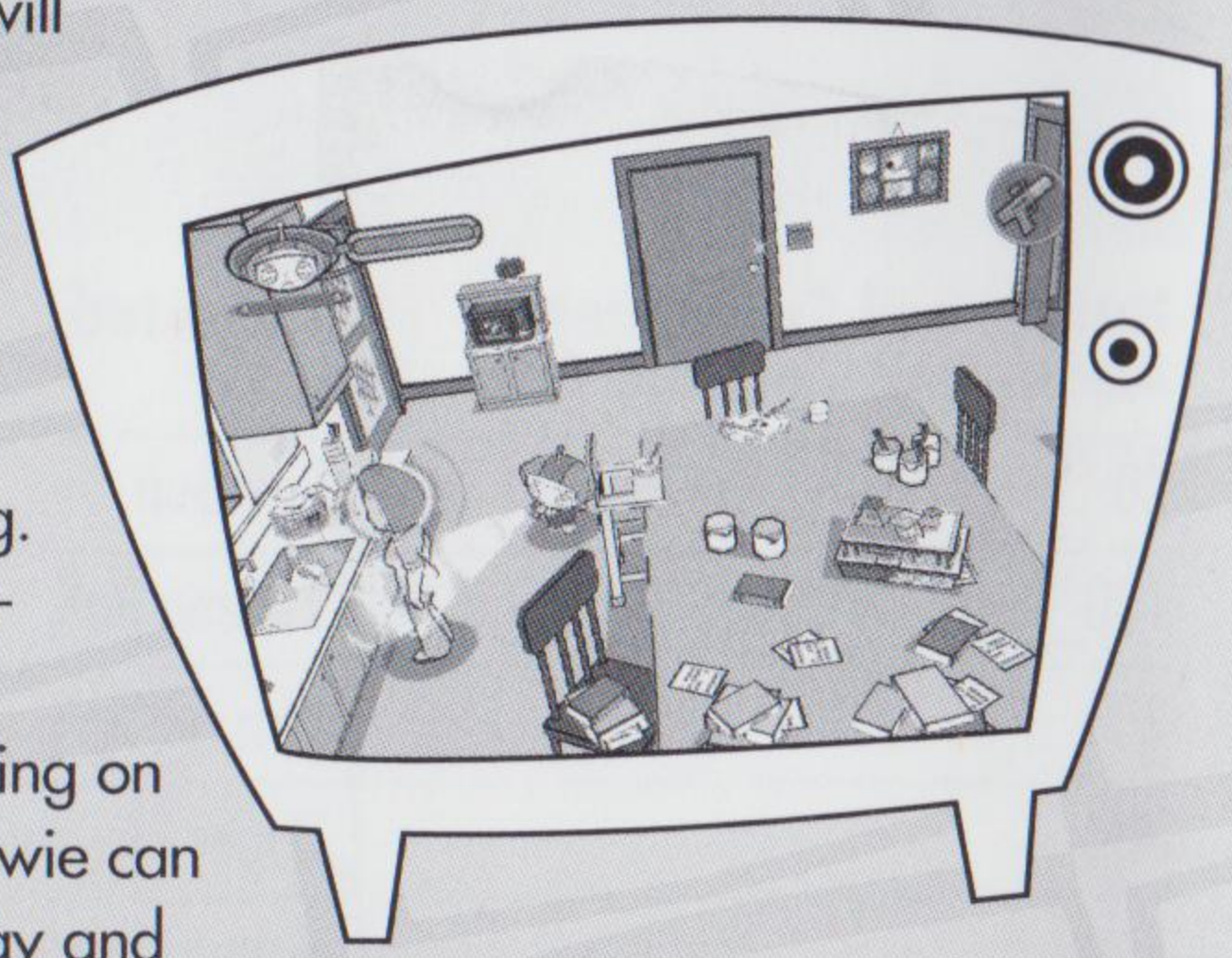
ROCKET LAUNCHER: Stewie's most powerful direct blast.

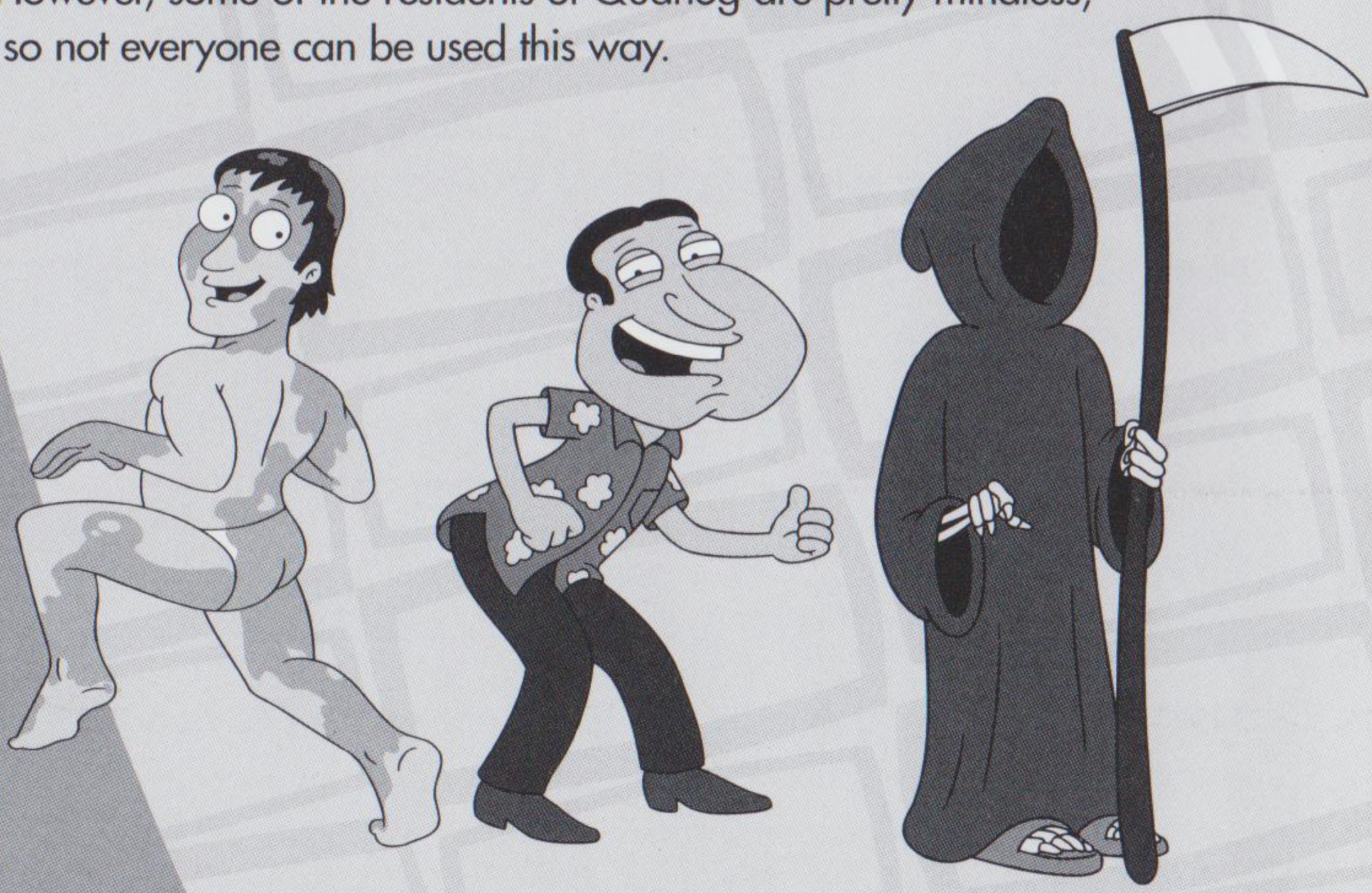
HEAT SEEKERS: A barrage of eight missiles that will seek out any and all enemies in the area.

Note: As you upgrade your weapons, you can recall your previous charged shots depending on how long you hold down **the ▣ button**. Each charged shot emits a different colour from the Ray Gun, so pay attention as you charge.

MIND CONTROL RAY

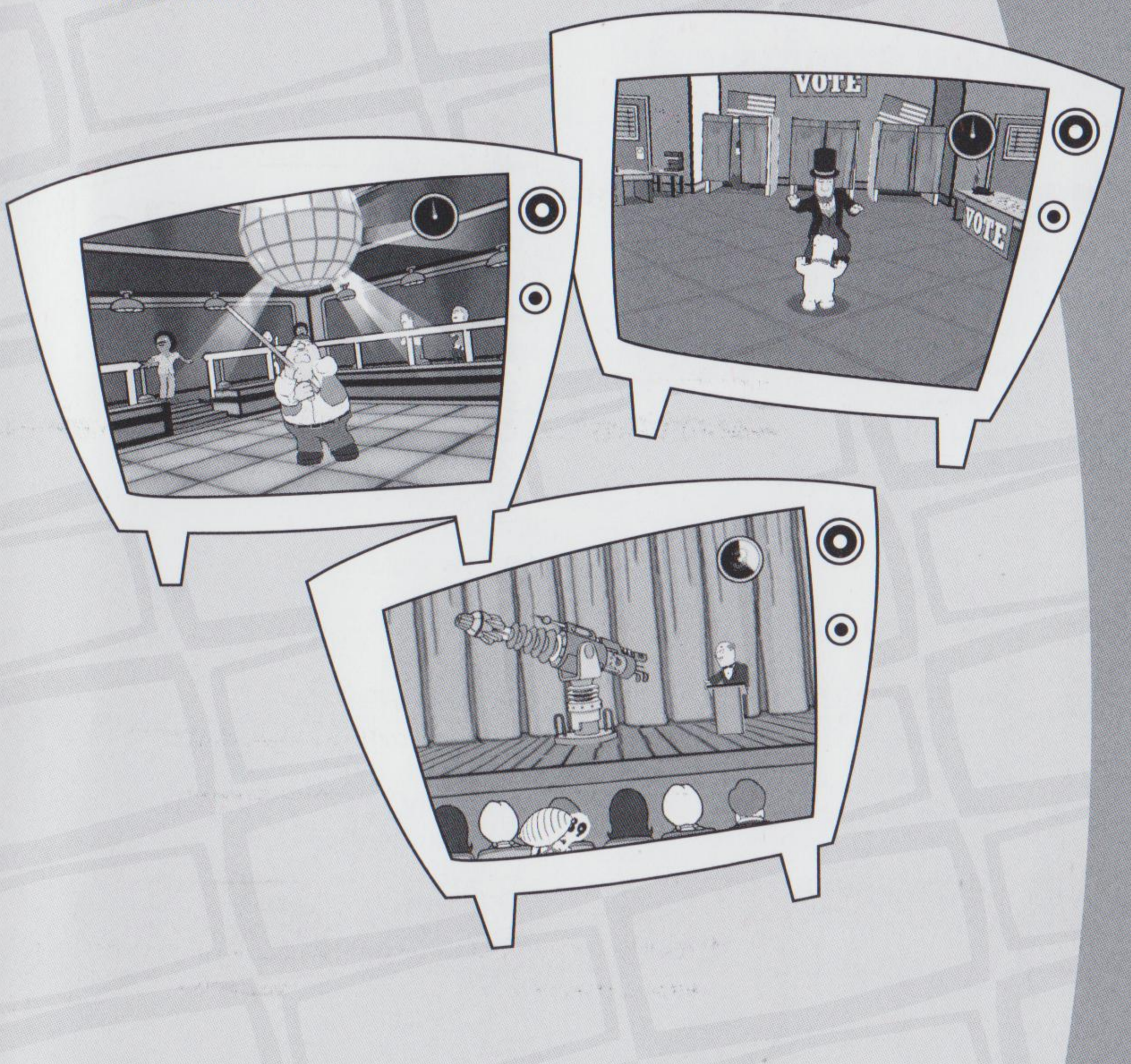
In certain situations, Stewie will not be able to solve problems with a barrage of gunfire. He will need to take control of one or more of the other characters in the area and have them do his bidding. Such times as these are represented by both a change in Stewie's gun and by him putting on his Mind Control Helmet. Stewie can then fire his Mind Control Ray and attempt to dominate another character. If successful, the player then controls that other character and can have them perform certain actions (represented by a glowing star icon) that may further Stewie's goals. However, some of the residents of Quahog are pretty mindless, so not everyone can be used this way.





Non-Sequiturs

At certain moments (as on the show) the characters will be reminded of a funny situation. These interactive gags will prompt you to press a desired button sequence or move a character in a certain direction. Doing so correctly will pay off with a bonus!



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Special Thanks
David Boutry
Kirker Butler
Steve Callaghan
Alice Chuang
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David Edwards
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Ryan Etrada
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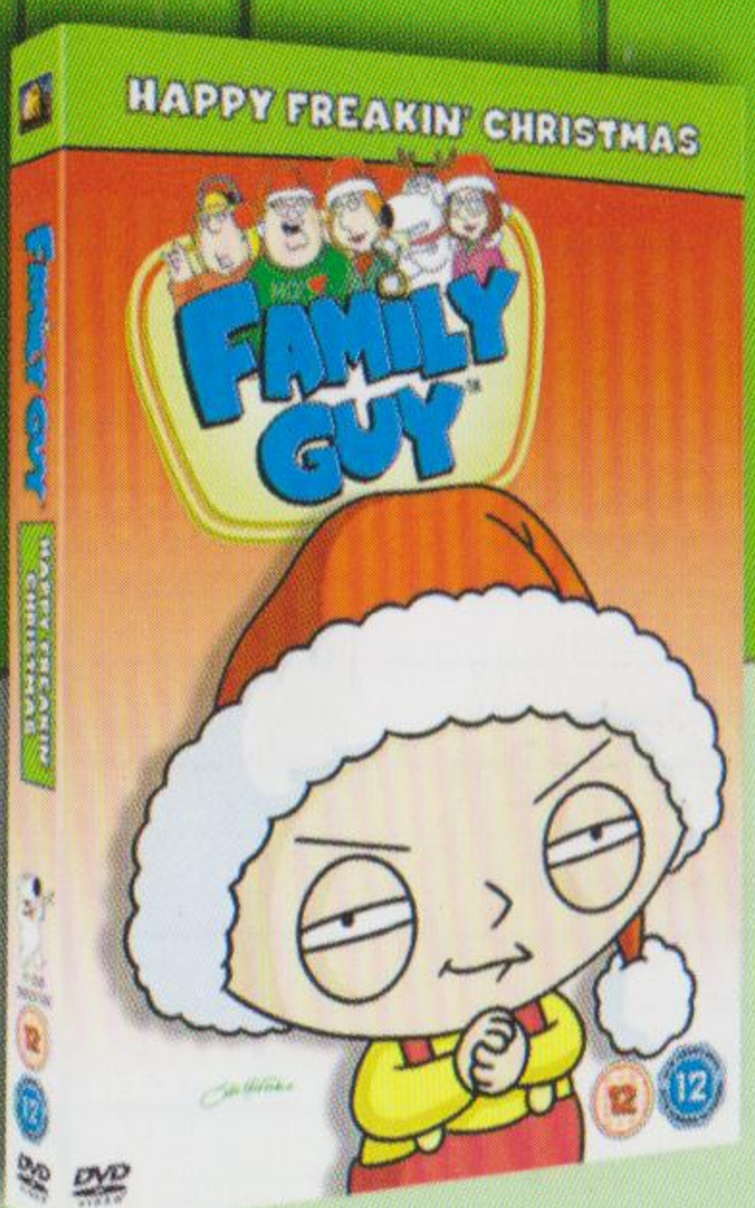

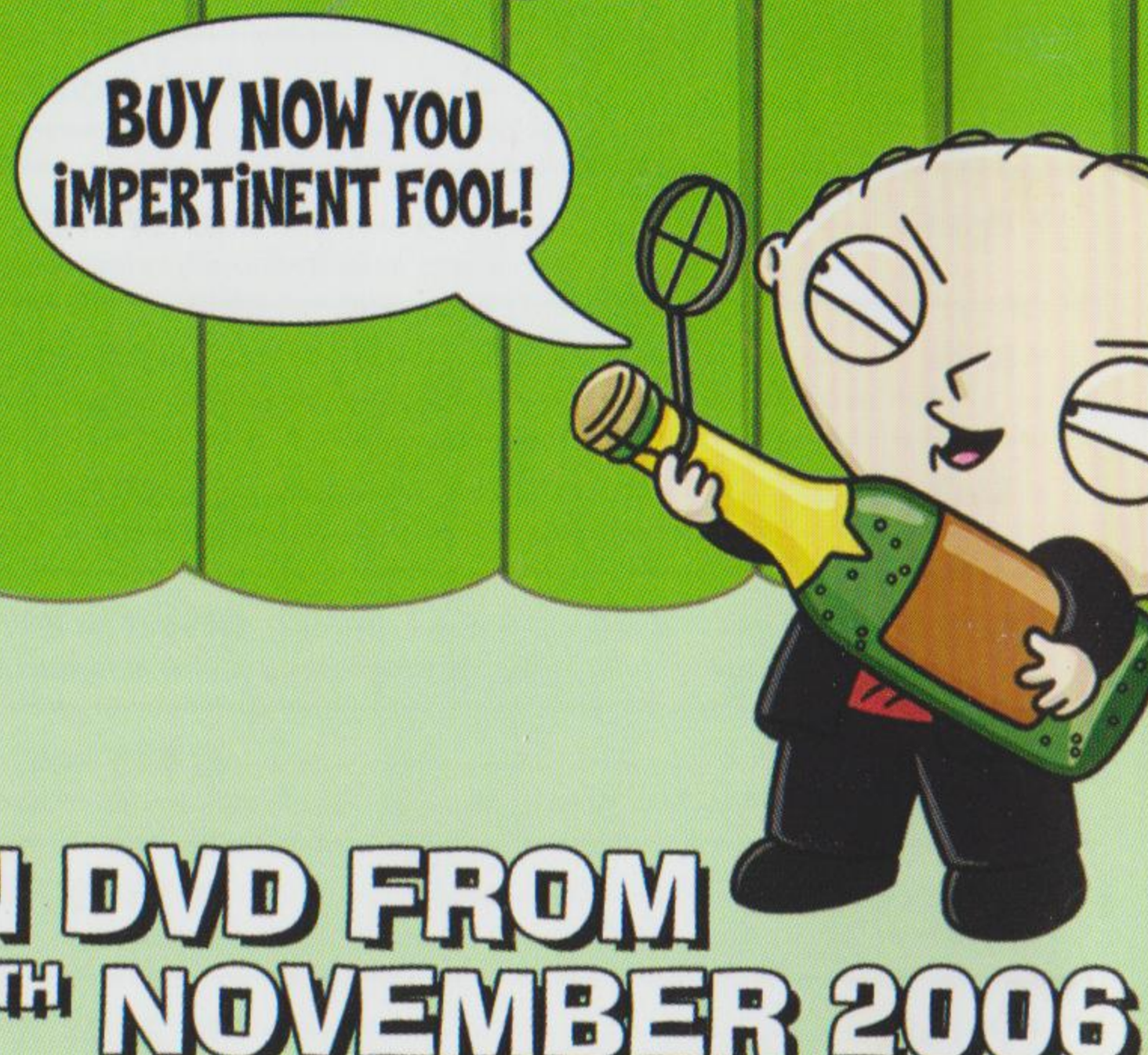

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